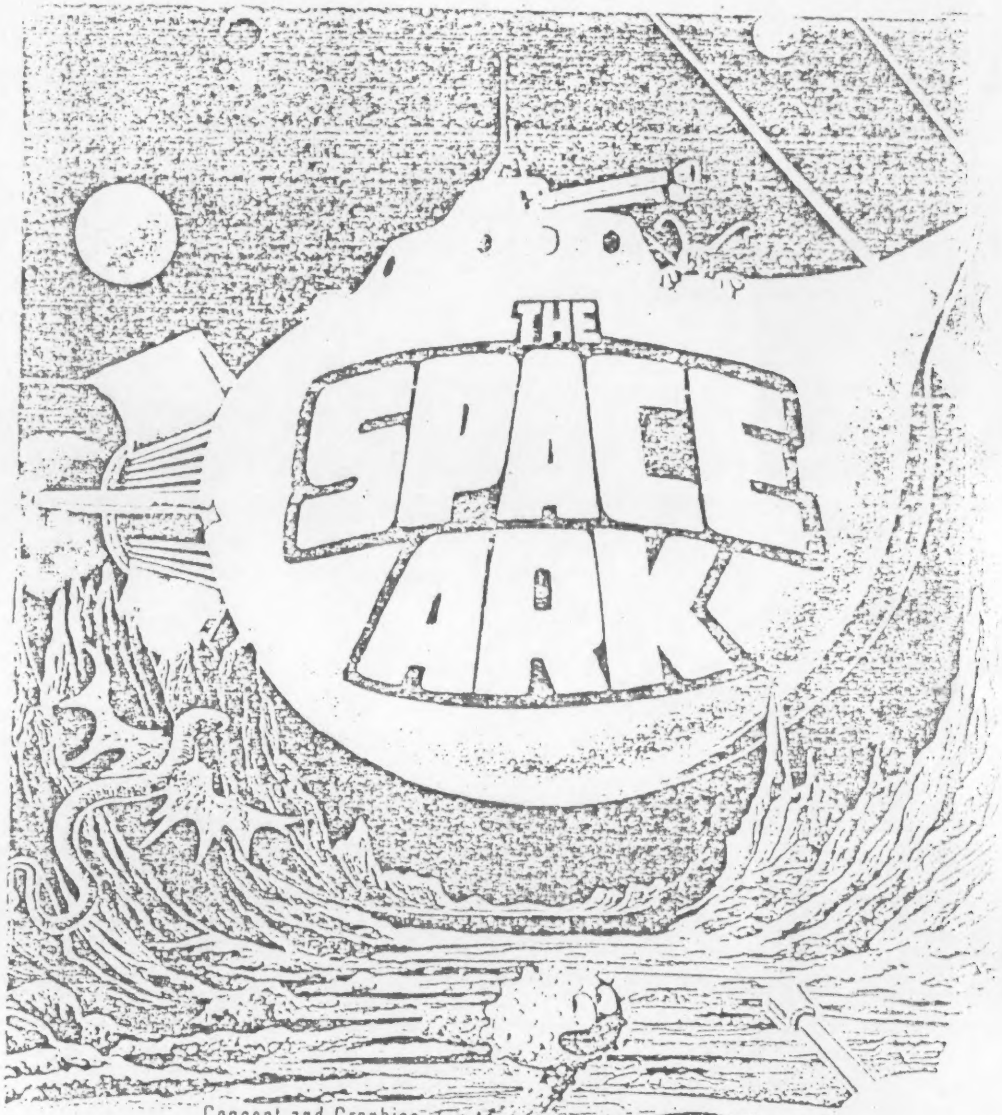


Concept and Graphics
by
ART HUFF
Programming
by:
BOB FLANAGAN

Climb aboard the Earth II Intergalactic Space Ark. Your mission — Save all alien life forms from certain destruction at the hands of the dreaded mechanicals! The time

8943 Fullbright Ave., Chatsworth, CA 91311-2750
(818) 709-1202

SPACE ARK

Concept and Graphics by
Art Huff
Programming by
Bob Flanagan

Because of your qualifications, Captain, you have been selected and are the only hope for all living creatures large and small in the entire Universe . . .

Evil forces abound in and around the planets and are destroying all life forms at an incredible pace including any humans that cross their path. The Skin-hunters, Poachers and dreaded Mechanicals (those awesome robotic beings) are the dominant evil forces and are rampant throughout the Universe — in numbers so great in fact we can no longer protect even the smallest of planets. The Mechanicals have developed some kind of super detection system which enables them to scan the heavens from an incredible distance. They are capable of tracking every move we make from light years away. For this reason we have developed our only possible defense — the Earth II Intergalactic Space Ark. In space it's a virtual fortress impervious to almost anything. With it we can capture and house animals of all types safely within its walls on a permanent basis without fear of extinction.

Your Mission

Find, capture and protect representative samples of all life in the Universe.

Your Equipment

The Earth II Intergalactic Space Ark, Model 9951/J — the most advanced intergalactic vessel ever built.

Features

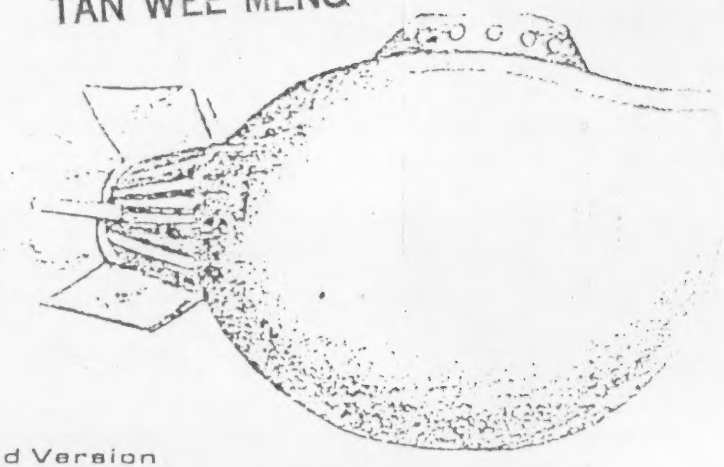
- Two MX/19 Super Quadra-lasers, the most deadly weapon in the arsenal.
- Arobex 2000 Capture Ray, with auto lock and transport — set to transport target safely inside the Ark's hull. **Caution**: The ray is non-discriminatory — your enemies can be captured.
- D/M Pulse Tractor Beam #742 with computer controlled lock and land feature (auto landing tool).
- Rathon 360 Fullscan Radar Unit with friend/foe indicator.
- Human 93 Navigator Droid.

Note: It has been determined that the weakest point of the Spack Ark is the viewport in the command capsule even though this is made of the toughest crystal from the planet Sysomic.

Game Play

- Insert program diskette in the disk drive.
- Turn on the computer.
- The title screen will appear.
- Press any key to begin.
- There are a few surprises, so keep your eyes open.

TAN WEE MENG



Keyboard Version

ON PLANET		IN SPACE
→	Rotate turret-right	Rotate turret right
←	Rotate turret left	Rotate turret left
A	Fire laser	Fire laser
S	Capture Ray	Tractor Beam
RETURN	Take off	Hypertime

Space bar	Stops movement
ESC	Pause game
Any key	Restart
CTRL N	Set up new system
CTRL S	Sound to

Joyport Version

→	Rotate turret right
←	Rotate turret left
↓	Capture Ray/Tractor Beam
↑	Take off/Hypertime
Fire button	Fire Laser

Joystick Version

→	Rotate turret right
←	Rotate turret left
Button 0	Capture Ray/Tractor Beam
Button 1	Fire Laser
Pressing both buttons simultaneously	Take off/Hypertime

Wico Trackball Version (Any slot except 0)

Roll	Rotate turret right
Small button	Fire
Large button	Capture Ray/Tractor Beam
Pressing both buttons simultaneously	Take off/Hyper

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